

STAR WARS®

ROLEPLAYING GAME

ARMS AND EQUIPMENT GUIDE

Supplement

Vol. 1
Issue 2



The Arms and Equipment Guide Supplement

Issue 2, Vol. 1

From the Draft Table-

With the 2nd issue out and the 3rd on the way, I think I can say that the A&EGSs is a success. But we still need the community's help to keep going. So send us your submissions, ideas, comments, and questions. This is an exciting time for the A&EGSs and fan supplements in general. WotC doesn't plan to release any more SWRPG books for 8 months. While some may be disappointed, I believe this is a great opportunity for the active fan community. With the help of places like the Online Journal and SWRPGNetwork, fan creations large and small will continue to receive wide distribution, a boon to all of the gaming community. And it's all thanks to people like you, the reader. The A&EGSs hopes to see you again soon. -Jay "Elfword" Neely

Star Wars is as much about epic stories as it is about the fantastic technology in the galaxy. When your story incorporates scoundrels and spies, the right equipment can give the heroes the edge over their foes. Of course, when a GM has to challenge heroes, the villain (or the authorities) needs the right gear to stop the scoundrel in her tracks. Whether you're playing a rebel insurgent, an imperial intelligence officer or professional thief, access to the best espionage equipment in the galaxy can be much more fun than a series of Bluff, Hide and Move Silently checks. Besides, who doesn't like new toys? With hefty price tags, the heroes have to pick and choose what equipment is absolutely essential. -Silas "Ravager_of_Worlds" DeBoer

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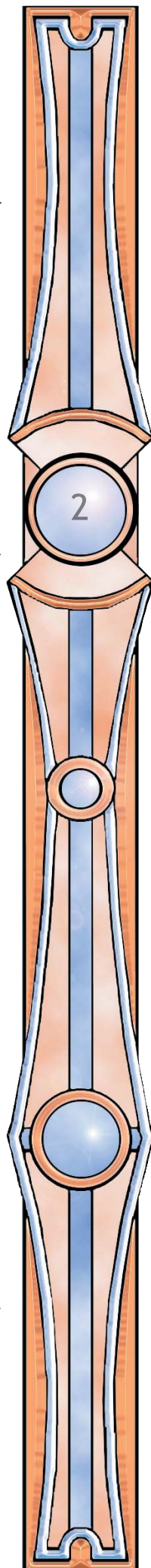
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Key

RE- Rise of the Empire

R- Rebellion Era

NR- New Republic

Ranged Weapons

EM Pulse Charge (by Ravager)

Weapon Type: Grenade

Proficiency Group: Simple

Damage: -

Range Increment: 4 m

Fort DC: 20*

Multifire/Autofire: -

Hardness: 2 **WP:** 2

Availability: Restricted

Special: Targets within the burst radius may make a Reflex save (DC 15) for a +5 bonus on their Fortitude save. This device may malfunction if thrown (25% dud if dropped).

While the disruptive effects of electromagnetic pulses form the basis of ion guns, the makers of pulse charges want wide scale electronic destruction. Droids, vehicles and machinery "on" during the explosion must roll a Fortitude save (DC 20) or suffer massive electrical damage; the device requires total rewiring and a Repair check (DC 25). For every size category above Small, any affected machines receives a +4 size bonus on this Fortitude save. Usually pirates and saboteurs produce EM Pulse Charges; no legitimate company wants to be sued. EM Pulse Charges only work once, effectively burning out in the electro-magnetic pulse.

Construction of this device requires the Craft (electronic devices) skill.

Golan Arms GCv-6 "Avian" (by Will Hildebeital)

Weapon Type: Blaster rifles

Proficiency Group: Blaster rifles

Damage: 2d8

Range Increment: 6m

Fort DC: 15

Multifire/Autofire: -/-

Hardness: 5 **WP:** 4

Availability: Common, licensed

Special: This weapon deals its damage to a selected 2 meter by 2 meter square.

Cost: 750

Critical: -

Weight: .5 kg

Type: Energy

Size: Tiny

Break DC: 5

Era: RE, R, NR

Cost: 2,500

Critical: 19-20

Weight: 5.5 kg

Type: Energy

Size: Large

Break DC: 16

Era: RE, R, NR

hunting fowl. By military standards, this weapon is underpowered, but it has more than enough firepower to bring down game with a single blast. The downside to this ingenious design is the cost of the hundred-some sets of galven coils and cleaning them out after a long day of hunting. Also, with smaller blaster bolts comes a reduced range; about 60 meters.

Merr-Sonn A2 Haze Grenade (by Ravager)

Weapon Type: Grenade

Proficiency Group: Simple

Damage: -

Range Increment: 4 m

Fort DC: 15*

Multifire/Autofire: -

Hardness: 2 **WP:** 2

Availability: Rare

Special: Targets within the burst radius may make a Reflex save (DC 15) for a +5 bonus on their Fortitude save.

Cost: 1,500

Critical: -

Weight: .5 kg

Type: Gas

Size: Tiny

Break DC: 15

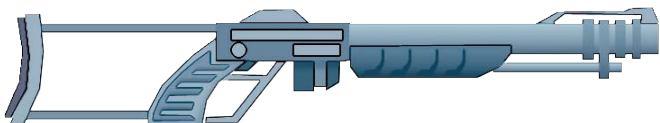
Era: RE

For centuries, authorities have dreamt of small scale chemical weapons for crowd control. While the Merr-Sonn A2 Haze Grenade promised "total pacification" the design ultimately failed, but not after thousands of crates were delivered to police stations across the galaxy. During a demonstration the grenades were used to disperse a rowdy gang of Rodians and Trandoshans. Three of the five died due to adverse reactions to the chemical agent.

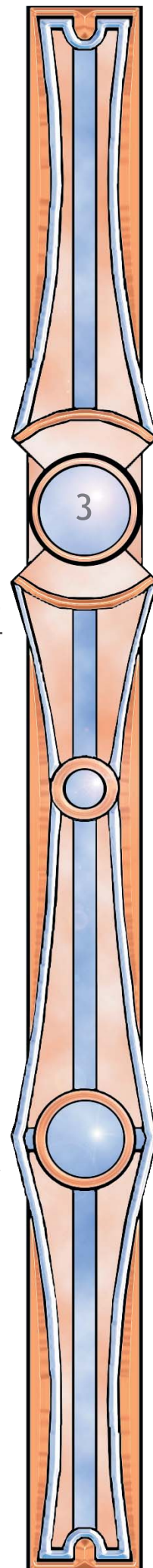
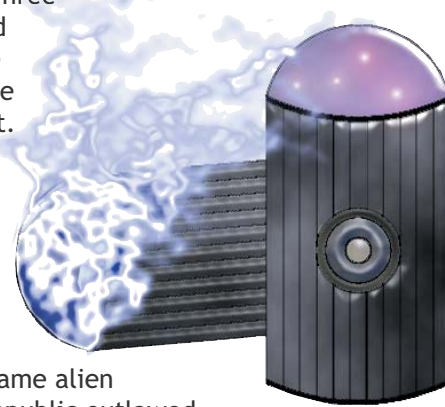
While Merr-Sonn assured the Republic this was a fluke, after three similar incidents involving the same alien species, the Republic outlawed the weapons and ordered their destruction. Several cases were unaccounted for in the call back.

*Characters caught in the blast radius must roll a Fortitude save (DC 15) or be rendered "dazed" (See Revised Core Rulebook page 288) for 1d4+1 rounds. After this time period the character suffers chemical impairment for 1d4 hours, resulting in a -4 penalty to all actions. Victims are typically apathetic about events around them and sometimes hallucinate. Rodians and Trandoshans must roll a Fortitude check (DC 10) or hallucinate and must roll a Will save (DC 15); failure indicates death in 10 minutes without medical aid (Treat Injury DC 20).

Species that do not breathe or wear a breath mask are unaffected by this device.



Golan Arms usually deals in heavy artillery, but taking a chance, the artillery designers developed a weapon capable of delivering dozens of miniscule blaster bolts in a roughly ten cubic meter sphere, ideal for



Melee Weapons

Esten Mist Gauntlets (by Kanner)

Weapon Type: Chemical
Proficiency: Exotic
Damage: Special
Range Increment: 2 m
Fort DC: 18
Multifire/Autofire: -
Hardness: 2 **WP:** 4
Availability: Common
Special: On a successful attack the victim must make a Fortitude save (DC 18). If successful, the victim is only blinded for 2d6 rounds. If the save fails, the victim is both blinded and stunned for 2d6 rounds. This weapon has one shot and one range increment.

Esten Mist Gauntlets are common self-defense products developed by the Duros. These small wrist worn devices use the common (and manufactured) esten spores. The weapon must be aimed at the victim's face to affect the eyes. The mist causes extreme pain and blinds the attacker so the user can escape harm.

Species that do not have eyes are unaffected by this device.

Armor and Other Protective Gear

Ka'tain Industries Bothan Spynet Darksuit (by Jake Sunspot)

Armor Type: Light armor **Proficiency Group:** Light
Cost: 3,500 **Damage Reduction:** 2
Maximum Dex Bonus: +6 **Armor Check Penalty:** -2
Speed: 10m/6m **Weight:** 3.2 kg
Availability: Rare, military **Era:** R, NR

The Bothan Spynet is one of the premier espionage agencies in the galaxy. Their infiltrators can slip into the most heavily guarded instillations and back out before anyone even knows they were there. The discovery of the location of the second Death Star and the delivery of that information to the Alliance was the crowning achievement of the Spynet. The Ka'tain Industries Darksuit helped make this possible.

The suit is a state-of-the-art innovation in armor technology developed by armor designers and the spies who would wear it. The goal of the project was to combine the stealth capabilities of the Ayelixe/Krongbing Textiles Shadowsuit™ with a protective suit of light armor to protect the wearer on dangerous missions. The suit starts with a micro-thin layer of heat dissipating mesh that renders the wearer nearly invisible to thermographic imaging. This is covered in a Dura-fiber™ body-stocking which provides modest protection from physical and energy damage. Finally an ultra-thin layer of Shadowsilk (a material that absorbs light and sound) is quilted

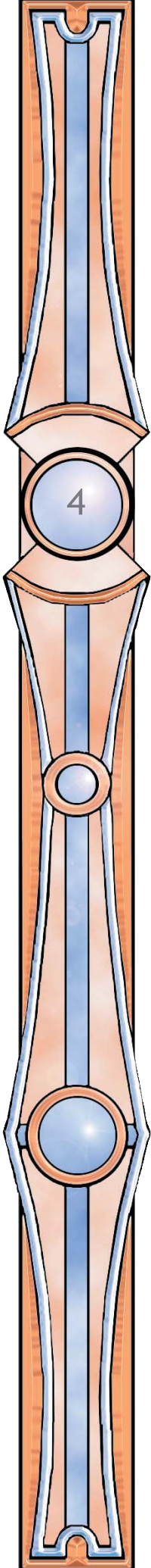
over the Dura-fiber body-stocking. The boots are also constructed from Dura-fiber(tm) and as a result they are soft, flexible and allow for full foot and ankle mobility. The soles of the boots are fitted with sound-dampening pads to quiet footsteps. The final addition of Shadowsilk gloves and hood renders the wearer quite undetectable yet still protected as if wearing a padded flightsuit.

A character wearing a Bothan Darksuit gains a +4 equipment bonus to Hide and Move Silently checks. Anyone using heat sensors to detect the character suffers a -4 penalty to their Computer Use check.

Creep Boots (by Ravager)

Cost: 950 **Weight:** 1 kg
Availability: Rare **Era:** RE, R

Originally the trademark of notorious Farghul burglars, these custom-made boots feature sound reducing technology to muffle the footsteps of the wearer. While Imperial Munitions later produced several pairs for Imperial operatives, the only other way to get a pair is to make them. The boots utilize two energy cells, sound inhibitors and 3 meters of wiring. While the imperial manufactured boots were resistant to water, several of the custom made boots didn't take extremes into consideration; whenever custom made boots are immersed in water or another conductive liquid, the boots make a Fortitude save (DC 10) or the wearer suffers 1d6 electrical damage each round for five rounds, at which point the power supply is drained. If this happens, the boots require a Repair check (DC 20) to function again and fresh energy cells. For each hour of constant use, reduce the electrical damage by 1 round. The boots confer a +2 equipment bonus to Move Silently checks, but the power signature may show up to certain sensors (DC 20 Computer Use check to spot the power signature).



VargeCorp Replusr Emergency Pack Model

Em-45a (By Talon Razor)

Class: Repulsor Pack

Cost: 600

Availability: Prevalent

Max Load: 200 kg

Special: The device must begin its fall from at least 20 m to operate.

Move: None

Weight: 2 kg

Altitude: Atmospheric

Era: RE, R, NR

The Em-45a repulsor pack is about the size of a lunch backpack and holds a very powerful repulsor. It is primarily used in emergencies and airspeeder pilots pray they remembered one before a race. Pilots wear the pack on their chest and when they eject, the pack slows an otherwise fatal fall. The Em-45a uses a triple redundant system and has a back-up power supply in case of initial failure. It gradually slows the operator's vertical descent and reduces any fall to the equivalent of an 8 m drop. The pack is rated for a 200 kg mass and has enough power for one use. A pack may be tampered to operate on a "dead man's switch" with a successful Repair check (DC 15) though is not recommended by its manufacturer.

Afterwards it must be recharged for one full day. Some enterprising individuals use the pack for "cargo drops," but the packs aren't meant for such loads and several short out. This pack is ineffective to slow horizontal movement and only works where gravity is present.

Vehicles

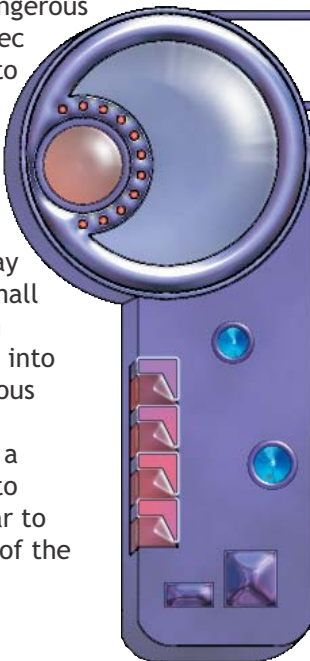
ContraTec R8-V7c Controller (by Will Hildebeital)

Cost: 13,000

Weight: 8 kg / 0.1 kg

Availability: Rare, Licensed **Era:** R, NR

For times when the piloting skill of an organic is needed on a mission too dangerous to risk her life, the ContraTec R8-V7c Controller comes into its own. To operate, the large control device must be attached to the vehicle, requiring a Repair check (DC 15). Once the controls are in place, the vehicle may be piloted normally via a small control device up to 7.5 Km away. Uses include scouting into dangerous territory, hazardous waste disposal, and frontal assaults. Remote control of a vehicle incurs a -4 penalty to Pilot checks, which is similar to Slave Circuits (see Starship of the Galaxy, pages 19-20)



Communication Devices

Corellidyne GF-1.2x Data Transmitter (By

Ravager)

Cost: 1,000

Availability: Rare

Special: This item can send special datapad transmissions to a variety of devices.

Weight: .5 kg

Era: RE, R, NR

This external hardware plugs into a variety of devices, including datapads, the Fabritech-PAC20 Visual Wrist Com™, most shipboard computer systems, recording rods and even some modified droids (Repair check DC 15).

The transmitter can send a variety of data, but Corellidyne had holo-images in mind. Most datapads have enough memory to provide over an hour of holo-images. The PAC20 Visual Wrist Com™ has enough memory for 5 rounds of data while a recording rod allows for real time transmission. Transmitting the data correctly requires a Computer Use check (DC 10). The transmitter can also send basic commands of 'on' or 'off' and audio data with a Computer Use check (DC 5).

Detection Devices

Bothan Security Systems XB-2t4 facial scanner (by Will Hildebeital)

Cost: 8,000

Availability: Specialized, Restricted

Weight: 0.3 kg

Era: RE, NR

After many months of research and development, a Bothan outfit created this major advancement in espionage technology by embedding circuitry into an extremely common fabric, thereby allowing a device that was usually the size of a data terminal to fit into a common pillow. Powerful sensors detect the brainwaves of the subject when undergoing REM sleep, scanning her face, iris, cornea and retina. This information is transmitted in a high power burst (appears as static; decoding requires Computer Use check DC 30) to a specially tuned receiver within 50 kilometers. The entire scanner vaporizes in the data transmission, leaving a slightly softer pillow and a momentary burnt smell. With the data highly accurate disguises can be made; good enough to fool nearly any sensor check using the subject's face or eyes. Characters receive a +10 bonus to Disguise checks made in conjunction with this device.

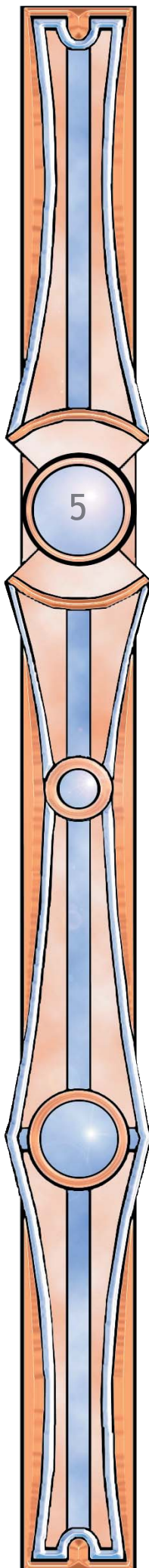
Neuro-Saav Multiphase SecuriScan (by Will Hildebeital)

Cost: 12,000

Availability: Rare

Weight: 12 kg

Era: RE, R, NR



A large device, about the size of the body of a Probot, the Neuro-Saav Multiphase SecuriScan is a complex computer system interlinked to a magnalock. This device comes down around the user's head and; detects brainwaves, scans retinas, cross references facial structure, and has a small probe used to sample and match DNA structures in seconds. This device has a +25 bonus to Spot checks if opposing a Disguise check. If the Disguise is detected, a durasteel collar (DR 10, WP 10) wraps tight around the user's neck, and administers a stun blast (Fortitude save DC 15). The collar is locked until the proper code is entered in the rear of the device, which requires a Computer Use check (DC 30) to crack. The victim of this device suffers a -5 penalty on any Computer Use checks to rid herself of this device.

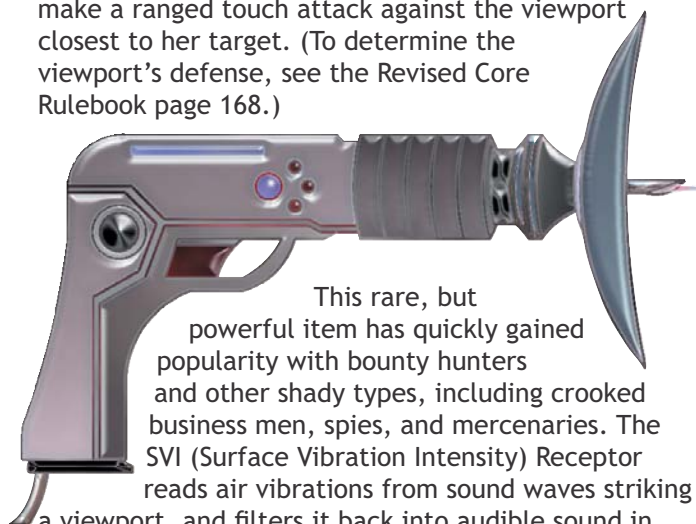
The EB-26 sensor bomb is a highly sophisticated combination sensor package and data transmitter. Designed for single-use, it can pull a variety of information on an area or facility. Once activated, it rapidly switches between several scanning modes such as infrared and ultrasound. Once scanning of the 75m radius is complete (5 rounds), the data is transmitted on a pre-set channel to any device set to receive the transmission.



The received information translates into maps, each depicting the sensor data from a different scanning mode. Intelligence operatives can plant a sensor bomb somewhere inside the facility they have infiltrated and set it go off after she has made her escape.

Pan-Gala Microsystems' SVI Receptor (By Blair Academy)

Cost: 4,200 **Weight:** 1.3 kg
Range Increment: 40m **Damage:** ---
Hardness: 5 **WP:** 5 **Break DC:** 15
Availability: Rare, Restricted **Era:** RE, R, NR
Special: To hear a conversation the user must make a ranged touch attack against the viewport closest to her target. (To determine the viewport's defense, see the Revised Core Rulebook page 168.)



This rare, but powerful item has quickly gained popularity with bounty hunters and other shady types, including crooked business men, spies, and mercenaries. The SVI (Surface Vibration Intensity) Receptor reads air vibrations from sound waves striking a viewport, and filters it back into audible sound in the receptor's earpiece. Although grainy, the audio is fully recordable if attached to a datapad, and lets anyone with the item eavesdrop on a conversation from a city block away. This is perfect for situations when it is impossible to place a bug in the target's room. This instrument is highly illegal in all but a handful of systems, and has a hefty price tag on the black market.

This user of this device is able to make Listen checks as is she was the viewport (albeit with a -2 penalty). If there is no viewport or window, this device can not be used.

EB-26 Sensor Bomb (By Elfword)

Cost: 3,500 **Weight:** 3.5kg
Availability: Specialized, Military **Era:** RE, R, NR

Sensor Jammers and Detection Countermeasures

Droid Control Bolt (by Ravager)

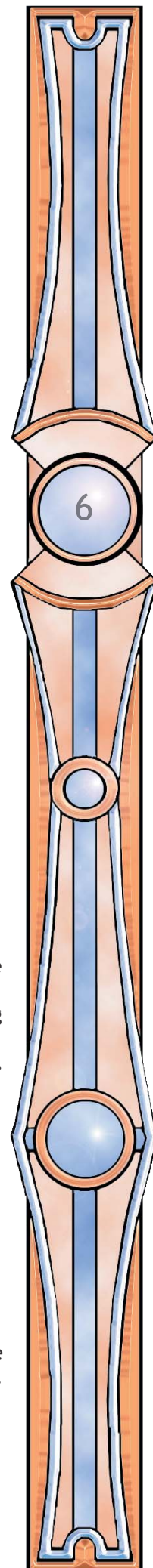
Cost: 5,000 **Weight:** .2 kg
Availability: Rare **Era:** RE, R, NR

While the droid restraining bolt inhibits a droid's actions, the control bolt temporarily reprograms the droid to obey new commands. Black market tech specialists sold these to assassins, thieves and saboteurs. The bolt must be programmed by the operator for each type of droid model (Computer Use DC 15). Upon a successful touch attack with the bolt, the droid must roll a Will save (DC 20) or be under the bolt's control. The droid shuts down for 1d4 rounds before "rebooting" with the new agenda. The droid may try another Will save for every action against its base programming; for a diplomat this may include harming a sentient, telling a lie or betraying its owner. The droid is still under the bolt's control, but it refuses to finish that action. Droids with "locked access" receive a +4 bonus on Will saves to resist the control bolt. Likewise, droids with "personalities" fare better against this device and receive a +5 bonus on this save.

The bolt can function for 24 hours before it needs recharging. Attaching or removing a control bolt is a full round action. Removing the bolt requires a Disable Device check (DC 10). If the droid succeeds at any Will save by 10 or more, it can remove the control bolt itself for a full round action and the Disable Device check (DC 10). Note that Disable Device cannot be used untrained. This device can be crafted at half its black market value (2,500).

Electronic Scrambler (by Ravager)

Cost: 3,500 **Weight:** 3 kg
Availability: Rare **Era:** RE



Originally the brainchild of Colicoid engineers for use on assassin droid models, the design was flawed. The electronic scrambler played too much havoc while on board any droid, no matter how well shielded. The device works by scrambling any data transmissions or sensor readings in a 2 m radius, incurring a -8 penalty for detection by any electronic sensor. Even shielded droids with this device receive a -4 penalty to all actions and cannot "take 10" on any skill check. Bearers of this device appear to sensors as an indistinct blur and any Spot checks using sensors suffer a -8 penalty. Prolonged exposure to organics has resulted in abnormal growths, insanity and a high risk of cancer; for every hour of use, organics must save against Level I radiation (see Revised Core Rulebook page 290).

Illuminax Sensor Decoy (by Ravager)
Cost: 1,200 **Weight:** .3 kg
Availability: Rare **Era:** RE

The small and niche oriented Illuminax Corporation developed a device that emulates a living person to any sensor scan. The decoy must record vital statistics via a standard medical sensor for brain waves, heart rhythm, breathing and electromagnetic fields for at least 10 rounds (the device loops the data). The decoy can be electronically "spotted" only if the sensor operator physically looks at the spot indicated or with a successful Computer Use check (DC 30). Otherwise, to most eavesdropping (or other) types of sensors, the "decoy" is a living, breathing sentient. The decoy requires an energy cell and operates for 24 hours of constant use.

Medical Devices

Genetic Disguise Kit (by Ravager)
Cost: 1,500 **Weight:** 20 kg
Availability: Rare **Era:** RE, R, NR

Included in this full laboratory is everything an impersonator needs to fool genetic screeners and security. There are urine pouches, fingertip blood caches, 6 fake arteries (Requires Surgery and Treat Injury check DC 15 to install), retinal caps (Computer Use check DC 15 to emulate someone else) and an assortment of other esoteric bits of equipment. In highly secure areas that use genetic testing and security, this kit provides a +4 equipment bonus to long term Bluff and Disguise checks. To take advantage of this kit, there must be a supply of genetic material of the impersonated. If impersonating another species, the equipment bonus is reduced to +2. The kit can be transported in two large attaché cases, each weighing 10 kg.

Security Devices

B.S. Systems 2-1j Concealable

Holorecorder (by Will Hildebeitel)
Cost: 5,000 **Weight:** .1 kg
Availability: Common, Licensed **Era:** RE, R, NR

A common toy of the voyeur, the Bothan Security Systems 2-1j Concealable Holorecorder is a simple affair as snooping equipment. A miniaturized holorecorder and its power source are easily hidden among other low-power items. It is typically fitted inside a toxins detector; found throughout every room of every building and starship in the galaxy. Other casings include cigarra packs and faulty data disks. The recorder has a recording time of 100 hours before its power source shuts down.

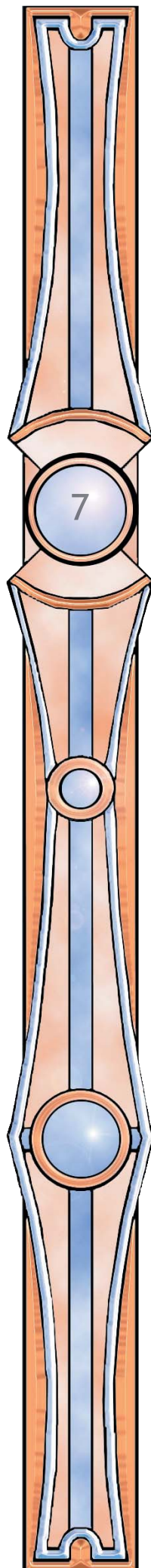
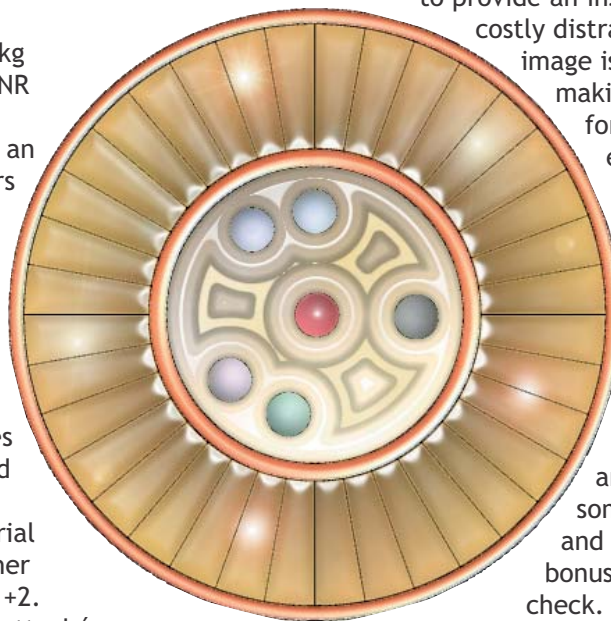
Corellidyne DG-5.2x Mini Holog projector

Disk (By Ravager)
Cost: 2,000 **Weight:** .1 kg
Availability: Rare **Era:** RE, R, NR
Special: This item can pick up special datapad transmissions (see separate)

Used primarily as a 'toy for adults,' the mini-hologprojector disk is about the size of a silver imperial credit with an adhesive backplate. The range of the hologram is 5 m distant from the projector it has enough memory for 2 distinct images; but with a steady transmission, via a special datapad transmitter, the holographic image can move. However, the disk still only operates for 1 minute (10 rounds) before it runs out of power.

Several mercenary companies, security firms and criminals have made use of the 'toy,' using it to provide an instant, though costly distraction. The

image is high quality, making it difficult for the unaided eye to detect as fake (Spot check DC 25). Sensors, cameras and droids are more likely to detect the telltale flicker and realize something is amiss and receive a +5 bonus to this Spot check.



Idellian Arrays Pinhole Camera (by Ravager)

Cost: 250

Weight: .1 kg

Availability: Rare

Era: RE, R, NR

This pinhole camera is the size of a button and able to view 2D video images in black and white. The transmitter has a range of 5 km, though later Imperial needs increased it to 50 km. Each camera can operate independently for 24 hours before needing to be recharged. The camera gains a +8 bonus to Hide checks (Diminutive size), though for the camera to be effective, it should be placed in a corner, the ceiling, floor, or other suitable place with a desirable view. The cameras come in a variety of colors and a chemical self adhesive. Viewers only get the device bonus to Spot checks even if their Spot bonus is higher.

Miscellaneous

Counterfeit Jewelry (by Ravager)

Cost: 250

Weight: Varies

Availability: Common

Era: RE, R, NR

While jewelry is used for decoration and to display wealth, the counterfeit ring, pendant or necklace found use in many societies. While the article may indeed contain precious jewels and metals, it is called "counterfeit" since the article is made with a secret cache or compartment for small substances, pictures or another jewel. Some nobles on the holodramas have "poison rings" for their rival's drink, but these articles serve more than melodrama. Corporate spies can hide a microchip in a belt buckle, an addict could conceal her habit in a hair accessory or a soldier may keep his best girl's picture in a locket. This article must be crafted from the start as "counterfeit" and holds at least 1 dose of poison (or some other small article). This item requires a Craft (jewelry) check (DC 15). Pricier "counterfeit" jewelry costs considerably more.

Deluxe Infiltration Set (by Rouge8)

Cost: Not available for sale

Era: RE, R, NR

The Deluxe Infiltration Set is a highly advanced piece of equipment for use by commandoes, spies, and thieves. It contains a large computer to synchronize the rest of the kit, and has been called "the coordinator" by its users. The rest of the set incorporates special optical transmitters and earpieces. Use of this set requires at least two subjects, an infiltrator and an operator.

"The Coordinator"

Weight: 5.5 kg

This specialized computer interprets the data from the contact lens transmitters and the earpieces. It can take visual cues from the contact lens transmitters and quickly extrapolate a map of everything the infiltrator sees and hears. This terminal can also switch the optical transmitters to infrared vision and the computer user has an effective +4 Search and +2 Spot skill. Someone must use this terminal in conjunction with an infiltrator. The optical transmitters can also be made to "zoom in" (Scope rating 3 -see Hero's Guide page 123) though this is disorienting and painful to the infiltrator (Will Power DC 15 or suffer -4 to all actions).

Optical Transmitter

Weight: .01 kg

There are 10 small eyepieces meant for the optical receptor. However, the infiltrator does not gain any vision benefits since this is an optical camera with a miniaturized transmitter (range 5 m). The data is routed through the earpiece and beamed back to "The Coordinator." This transmitter is meant to be indistinguishable from the real optical receptor (Spot DC 30).

Earpieces

Weight: .2 kg

These military grade comlinks (75 km range, DC 25 to jam and DC 20 to tap) are used in conjunction with everything else. They appear as a decorative piece, but can be carried easily in a pocket if cultural norms differ. Each set also has a small computer jack that allows the Coordinator to upload information to any computer terminal the earpiece is connected to (DC 25). If the earpiece is used in the ear, the coordinator can communicate with the

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